

CITY CLERK GLOUCESTER, MA 2023 JAN 17 AM 8: 38

CITY OF GLOUCESTER TRAFFIC COMMISSION

9 Dale Avenue - Gloucester, Massachusetts 01930

Robert B. Ryan, Chairman

Mike Mulcahey, Secretary

MEETING NOTICE

Consistent with Chapter 107 of the Acts of 2022, the Gloucester Traffic Commission will hold zoom meeting on Thursday, January 26th, 2023, at 6:00PM. This meeting will be conducted by remote participation. The public may not physically attend this meeting, but every effort will be made to allow the public to view and listen to the meeting in real-time and participate when necessary.

Join from computer, Smart Device:

Please click the link below to join the webinar: https://gloucester-ma-gov.zoom.us/w/83604921864

Or telephone:

Dial US +1 301 715 8592 or +1 305 224 1968 0r +1 309 205 3325

Webinar ID: 836 0492 1864

AGENDA

Call Meeting to order.

Approval of the July 28th, 2022, meeting minutes.

ORDERED that the Gloucester Code of Ordinances Chapter 22 "Traffic and Motor Vehicles." **Sec. 22-269. Stop intersections. Be AMENDED by ADDING:**

Nautilus Road at its intersection with Beach Road.

ORDERED that the Traffic Commission review and make recommendations to the Mayor and Ordinance and Administration Standing Committee on the following:

Per the Mayor's request, the Gloucester Traffic Commission has been asked to look at the area of Beacon Street, Commonwealth Avenue and Exchange Street as to the feasibility of making them one-way for a better traffic pattern from Washington Street to Centennial Avenue.

In addition, to look at the area of Mt. Vernon Street, Taylor Street, Elwell Street, Bent Street, Perkin's Street and Friend Street as to, perhaps, making one or several one-way for a better traffic pattern and flow between Prospect Street and Webster Street.

Coupled with suggestions or recommendations on one-way streets, look at the parking potential, parking on both sides, parking on one side or parking remaining the same on the subject streets and make recommendations accordingly to the Mayor.